

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1-11. (Cancelled)

12. (Previously Presented) A computer implemented method of creating a player profile for interacting on a computer gaming network, the method comprising:

displaying an interface that enables user determination of the skill of a first user for a first identified video game relative to a second identified video game, the first and second identified video games being among a plurality of video games;

enabling the first user to identify profile information with respect to the plurality of video games, the profile information including data that enables user determination of the skill of the first user for the first identified video game relative to the second identified video game; and

enabling the first user to make the profile information accessible to a first remote computer system, a central computer system, and at least one other remote computer system, wherein the first computer system, the central computer system, and at least one other remote computer system are elements of a computer gaming network used for multiplayer gaming.

13. (Previously Presented) The method of claim 12 wherein displaying the interface that enables user determination of the skill of the first user for the first identified video game relative to the second identified video game comprises displaying skill level in terms of a normalized scale.

14. (Previously Presented) The method of claim 13 wherein displaying skill level in terms of the normalized scale comprises independently displaying, on the interface using the

normalized scale, the skill levels of the first and second identified video games such that the skill level of the first user for the first identified video game relative to the second identified video game may be determined through concurrent observation of the normalized skill levels associated with the first and second identified video games.

15. (Previously Presented) The method of claim 12 wherein the profile information is automatically rendered upon the first user inviting a second user to play a game.

16. (Previously Presented) The method of claim 12 wherein the profile information is automatically rendered upon the second user taking an action demonstrating an interest in the first user.

17. (Previously Presented) The method of claim 12 wherein enabling the first user to identify profile information includes enabling the first user to identify a skill level with respect to the first and second identified video games.

18. (Previously Presented) The method of claim 17 wherein enabling the first user to identify profile information includes enabling the first user to identify an interest level with respect to the first and second identified video games.

19. (Previously Presented) The method of claim 12 further comprising enabling the first user to select a visage and enabling the first user to save the visage such that the visage is accessible to a first remote computer system, a central computer system, and at least one other remote computer system.

20. (Previously Presented) The method of claim 12 further comprising:  
enabling the first user to identify personal characteristics;  
enabling the first user to save the personal characteristics; and  
enabling the first user to make the personal characteristics accessible to a first remote computer system, a central computer system, and at least one other remote computer system.

21. (Previously Presented) The method of claim 12 wherein the enabling the first user to identify personal characteristics comprises enabling the first user to identify hobbies.

22. (Previously Presented) The method of claim 12 wherein skill level is chosen from among gradations of skill.

23. (Previously Presented) The method of claim 22 wherein the gradations of skill include a level representing relatively little skill, a level representing relatively intermediate skill, and a level representing relatively great skill.

24. (Previously Presented) The method of claim 12 wherein enabling the first user to make the profile information accessible comprises displaying the profile information to the second user upon the first user inviting the second user to play the game.

25. (Previously Presented) The method of claim 12 further comprising:  
automatically rendering profile information of the second user, and  
displaying the rendered profile information of the second user to the first user upon the first user inviting the second user to play the game,

wherein the rendered profile information of the second user enables user determination of a skill level of the second user for the first identified video game relative to the second identified video game.

26. (Previously Presented) The method of claim 12 wherein the first identified video game is chess and the second identified video game is checkers.

27. (Previously Presented) A computer implemented method of accessing a player profile for interacting on a computer gaming network, the method comprising:

enabling a first user to access an interface that includes profile information of a second user with respect to a plurality of video games, the profile information included in the interface

enabling user determination of a skill level of the second user for a first identified video game relative to a second identified video game, the first and second identified video games being among the plurality of video games; and

enabling the first user to initiate a game with the second user based on the profile information,

wherein the first user accesses the profile information using a first remote computer system that communicates with a computer gaming network for multiplayer gaming that includes a central computer system and at least one other remote computer system.

28. (Previously Presented) The method of claim 27 wherein the profile information included in the interface that enables user determination of a skill level of the second user for a first identified video game relative to a second identified video game is described in terms of a normalized scale.

29. (Previously Presented) The method of claim 27 wherein the profile information is automatically rendered upon the first user inviting the second user to play a game.

30. (Previously Presented) The method of claim 27 wherein the profile information is automatically rendered upon the second user taking an action demonstrating an interest in the first user.

31. (Previously Presented) The method of claim 27 wherein enabling the first user to access profile information includes enabling the first user to access an interest level of the second user with respect to one or more of the plurality of video games.

32. (Previously Presented) The method of claim 31 wherein enabling the first user to access profile information includes enabling the first user to access an interest level of the second user with respect to the first identified video game.

33. (Previously Presented) The method of claim 27 further comprising enabling the first user to access a visage of the second user.

34. (Previously Presented) The method of claim 27 further comprising enabling the first user to access personal characteristics of the second user.

35. (Previously Presented) The method of claim 34 wherein enabling the first user to access personal characteristics comprises enabling the first user to access personal characteristics of the second user related to hobbies.

36. (Previously Presented) The method of claim 27 wherein skill level is chosen from among gradations of skill.

37. (Previously Presented) The method of claim 36 wherein the gradations of skill include a level representing relatively little skill, a level representing relatively intermediate skill, and a level representing relatively great skill.

38. (Previously Presented) The method of claim 27 wherein enabling the first user to access profile information of the second user comprises displaying the profile information to the first user upon the first user inviting the second user to play the game.

39. (Previously Presented) The method of claim 27 further comprising:  
automatically rendering profile information of the first user, and  
displaying the rendered profile information of the first user to the second user upon the first user inviting the second user to play the game,

wherein the rendered profile information enables user determination of a skill level of the first user for the first identified video game relative to the second identified video game.

40. (Cancelled)

41. (Cancelled)

42. (New) A computer implemented method of creating a user profile for interacting on a computer network, the method comprising:

displaying several gradations of interest with respect to each of one or more video games, the gradations of interest including a level representing relatively little interest, a level representing relatively intermediate interest, and a level representing relatively great interest;

enabling a first user to identify first profile information with respect to each of the one or more video games, the first profile information including, for each of the one or more video games, a level of interest that is selected from among the several displayed gradations of interest;

enabling the first user to identify second profile information with respect to personal characteristics of the first user, the second profile information including one or more personal interests of the first user, the one or more personal interests indicating whether or not the first user has the corresponding personal interest without specifying a level of interest in the corresponding personal interest;

saving, in electronic storage, the first profile information and the second profile information as a user profile for the first user; and

enabling the first user to make the user profile accessible to a first remote computer system, a central computer system, and at least one other remote computer system,

wherein the first computer system, the central computer system, and at least one other remote computer system are elements of a computer network used for multi-user communications.

43. (New) The method of claim 42 further comprising:

displaying several gradations of skill with respect to each of the one or more video games, the gradations of skill including a level representing relatively little skill, a level representing relatively intermediate skill, and a level representing relatively great skill; and

enabling the first user to identify third profile information with respect to each of the one or more video games, the third profile information including, for each of the one or more video games, a level of skill that is selected from among the several displayed gradations of skill.

44. (New) The method of claim 43 wherein:

enabling the first user to identify first profile information comprises enabling the first user to identify first profile information for each of multiple video games, the first profile information including, for each of the multiple video games, a level of interest specified on a normalized scale; and

enabling the first user to identify third profile information comprises enabling the first user to identify third profile information for each of multiple video games, the third profile information including, for each of the multiple video games, a level of skill specified on a normalized scale.

45. (New) The method of claim 44 wherein the normalized scale on which the level of interest is specified is the same as the normalized scale on which the level of skill is specified such that independently displaying, on an interface using the normalized scale, the interest and skill levels of a first video game and the interest and skill levels of a second video game indicates a combination of interest and skill level for the first video game relative to a combination of interest and skill level for the second video game through concurrent observation of the normalized interest and skill levels of the first video game and the normalized interest and skill levels of the second video game.

46. (New) The method of claim 45 further comprising:

displaying the user profile within a single interface window, the single interface window including:

a personal characteristics display area that includes a label identifying the personal characteristics display area and a single identifier corresponding to each of the one or more personal interests included in the second profile information, the one or more single identifiers being displayed in association with the label identifying the personal characteristics display area; and

a video game display area that includes a video game identifier for each of the multiple video games, a graphical skill indicator corresponding to each of the video game

identifiers, and a graphical interest indicator corresponding to each of the video game identifiers, each graphical skill indicator being displayed, in association with the video game identifier for the corresponding video game, using the normalized scale and each graphical interest indicator being displayed, in association with the video game identifier for the corresponding video game, using the normalized scale.

47. (New) The method of claim 43 wherein enabling the first user to identify second profile information with respect to personal characteristics of the first user comprises enabling the first user to identify second profile information that is unrelated to video games.

48. (New) The method of claim 43 wherein enabling the first user to identify first profile information with respect to each of the one or more video games comprises enabling the first user to manually interact with the displayed gradations of interest to select a gradation of interest for each of the one or more video games.

49. (New) A system comprising:

at least one computer system that is configured to perform operations comprising:

displaying several gradations of interest with respect to each of one or more video games, the gradations of interest including a level representing relatively little interest, a level representing relatively intermediate interest, and a level representing relatively great interest;

enabling a first user to identify first profile information with respect to each of the one or more video games, the first profile information including, for each of the one or more video games, a level of interest that is selected from among the several displayed gradations of interest;

enabling the first user to identify second profile information with respect to personal characteristics of the first user, the second profile information including one or more personal interests of the first user, the one or more personal interests indicating whether or not the first user has the corresponding personal interest without specifying a level of interest in the corresponding personal interest;



saving, in electronic storage, the first profile information and the second profile information as a user profile for the first user; and

enabling the first user to make the user profile accessible to a first remote computer system, a central computer system, and at least one other remote computer system,

wherein the first computer system, the central computer system, and at least one other remote computer system are elements of a computer network used for multi-user communications.

50. (New) The system of claim 49 wherein the at least one computer system is configured to perform operations comprising:

displaying several gradations of skill with respect to each of the one or more video games, the gradations of skill including a level representing relatively little skill, a level representing relatively intermediate skill, and a level representing relatively great skill; and

enabling the first user to identify third profile information with respect to each of the one or more video games, the third profile information including, for each of the one or more video games, a level of skill that is selected from among the several displayed gradations of skill.

51. (New) The system of claim 50 wherein:

enabling the first user to identify first profile information comprises enabling the first user to identify first profile information for each of multiple video games, the first profile information including, for each of the multiple video games, a level of interest specified on a normalized scale; and

enabling the first user to identify third profile information comprises enabling the first user to identify third profile information for each of multiple video games, the third profile information including, for each of the multiple video games, a level of skill specified on a normalized scale.

52. (New) The system of claim 51 wherein the normalized scale on which the level of interest is specified is the same as the normalized scale on which the level of skill is specified

such that independently displaying, on an interface using the normalized scale, the interest and skill levels of a first video game and the interest and skill levels of a second video game indicates a combination of interest and skill level for the first video game relative to a combination of interest and skill level for the second video game through concurrent observation of the normalized interest and skill levels of the first video game and the normalized interest and skill levels of the second video game.

53. (New) The system of claim 52 wherein the at least one computer system is configured to perform operations comprising:

displaying the user profile within a single interface window, the single interface window including:

a personal characteristics display area that includes a label identifying the personal characteristics display area and a single identifier corresponding to each of the one or more personal interests included in the second profile information, the one or more single identifiers being displayed in association with the label identifying the personal characteristics display area; and

a video game display area that includes a video game identifier for each of the multiple video games, a graphical skill indicator corresponding to each of the video game identifiers, and a graphical interest indicator corresponding to each of the video game identifiers, each graphical skill indicator being displayed, in association with the video game identifier for the corresponding video game, using the normalized scale and each graphical interest indicator being displayed, in association with the video game identifier for the corresponding video game, using the normalized scale.

54. (New) The system of claim 49 wherein enabling the first user to identify second profile information with respect to personal characteristics of the first user comprises enabling the first user to identify second profile information that is unrelated to video games.